= SOLO MODE VARIANT =

Follow the base game rules of the Solo mode with the following additional rules:

Set-up:

0. Remove the following Expedition cards: 6, 7, 13, 14, 16 and shuffle the deck.

6. Divide the deck into four similar decks, insert 3 Void Biome cards and 2 random Expedition cards into each deck. Shuffle each deck separately and then pile them up together. This pile will be the Biome deck.

Gameplay:

When drawing the first Expedition card, place it in front of you to form the Expedition row.
The first Expedition card collected will determine the mission that needs to be fulfilled. When the Expedition request is fulfilled, the Expedition card will be considered achieved and every card in the Expedition row will be discarded.

Drawing Expedition Cards:

When an Expedition card is drawn, follow these instructions:

1. If there is an Expedition card to be fulfilled, place the new Expedition card face-down in the Expedition row on the rightmost available space.

2. If there are no Expedition cards in the Expedition row, the new drawn card will be placed face-up in the Expedition row. This will become the new mission.

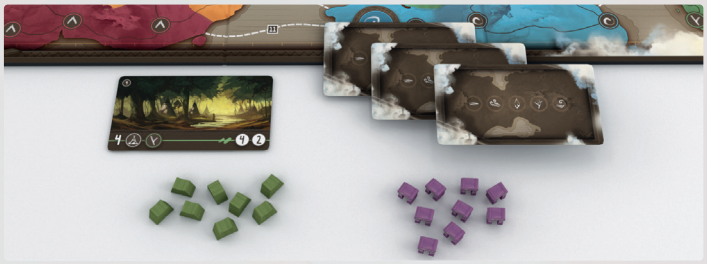
NOTE: If the mission of the Expedition card drawn has already been accomplished or is related to a biome that has already been completely counted, place the card face-down in the Expedition row.

If at any time, there are 3 Expedition cards in the Expedition row, and a fourth Expedition card is drawn, follow these instructions:

1. If the Expedition row shows at least one face-up card, discard the Expedition row and perform a Void Infection.

2. If the Expedition row has only face-down cards, discard the Expedition row without performing a Void Infection.

The fourth Expedition card will form a new Expedition row by following the rules of the “Drawing Expedition cards” section.

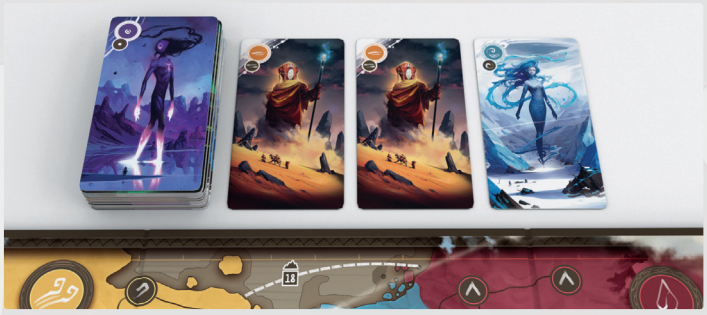


= THE VOID MAP VARIANT =

Follow the base game rules of the Solo mode with the following exceptions:

Set-up:

1. Place a face-up deck and three face-up cards to form the display.



Special Rules:

Determination Token: The player that holds the token can use it to place a second piece on an unexplored territory by using the corresponding card, or to transform a single card into a wild card. After using it, the Determination Token will be passed to the right.